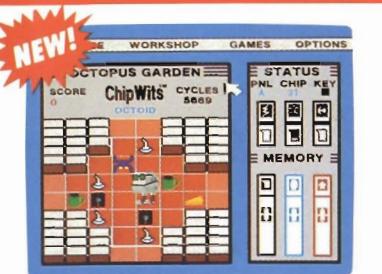


# LEARNING FUN

# ACTIVITY TOYS

# COMPUTER ACCESSORY



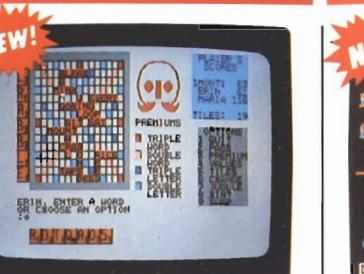
## CHIPWITS™

Acquire programming capabilities by constructing your own robot and guiding him through a myriad of pre-programmed sequences, and varied activities. Now, with your joystick and keyboard you will command your Chipwit and then watch him follow through into action-filled adventures and monstrous mazes. You'll quickly become familiar with the high-tech talents of your computer and have loads of fun at the same time!

*Joystick Controlled*

*One Player*

Disk: Commodore 64



## SCRABBLE®

Now, you can play *Scrabble* even when you don't have a human opponent handy. *Scrabble*, the computer version, pits you (and up to two other people) against the computer in the most popular word game of all time. The program displays the board status, tracks the score and deals out the letters. There's even a hint option when you're having trouble.

*One to Three Players*

Disk: Commodore 64



## BARBIE™

Browse through *Barbie's* closet full of beautiful clothing and dress her for a party. You can cut her hair or make it longer, color it or change the style. Buy new clothing at the Boutique, or any of the four other specialty shops, or even go to the dress shop and create *Barbie's* own designer clothes. With the help of the computer, the combinations are endless, and so is the fun!

*Joystick Controlled*

*One Player*

Disk: Commodore 64



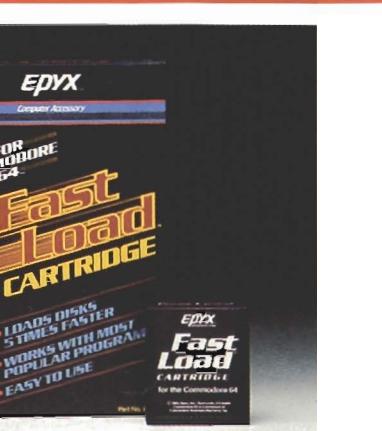
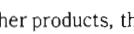
## G.I. JOE®

Start your mission by checking the computerized World Hot-Spot Map for areas of *COBRA* activity. Pick the area that needs your help, and then select any one of the 16 *G.I. Joes* who is best suited for the mission. Play alone or with a friend; if you plan the right strategy you'll complete the mission. If not... you'll have to try again.

*Joystick Controlled*

*One or Two Players*

Disk: Commodore 64



## FAST LOAD CARTRIDGE™

*Fast Load Cartridge* can load and copy disks five times faster than normal. It plugs into the cartridge port of the Commodore 64 and goes to work automatically, loading disks with ease. And that's only the beginning. It can copy a single file, copy the whole disk, send disk commands, list directories without erasing programs stored in memory, and includes a full assembly language monitor.

And unlike other products, the *Fast Load Cartridge* works with most programs, even copy protected ones, including the most popular computer games.

- Loads Disks 5 Times Faster
- Works With Most Popular Programs
- Easy to Use
- Includes Full Assembly Language Monitor

Cartridge: Commodore 64

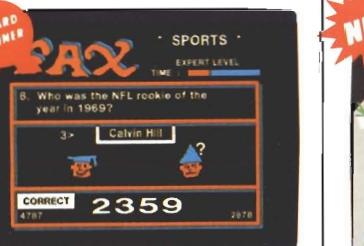


## 9 TO 5 TYPING™

*9 to 5 Typing* lets students and adults learn to type using an effective new method developed by college professors and combined with the fun of actual sequences from the movie "9 TO 5". Learn key locations and increase your speed while taking pot shots at Hart in a series of situations. All the fun of the movie combined with an innovative new approach to learning touch typing.

*One player*

Disk: Commodore 64

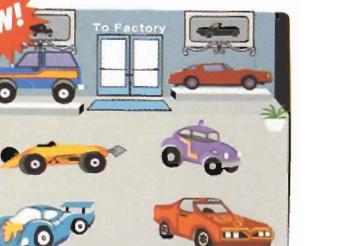


## FAX™

Play against the computer or against an opponent in this fast paced Trivia Game. There are over 3700 questions on Sports, Television and Movies, History, Art, Music, and a variety of other subjects. Three levels are included: "Novice," "Expert," and "Genius" to help add to the challenge. How fast can you be with "FAX"?

*One or Two Players*

Disk: Apple, Commodore 64, IBM PC and PCjr



## HOT WHEELS™

Now all the action and fun of playing with *Hot Wheels* cars is taken one step farther on the home computer. *Hot Wheels* lets you choose your play activity, from repairing cars to a destruction derby and then actually perform the activities alone or with a partner on the computer screen. You can even build and customize your own cars. A whole new way to "Play Hot Wheels."

*Joystick Controlled*

*One or Two Players*

Disk: Commodore 64



**EDYX**  
COMPUTER SOFTWARE

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Part #E0001-8 Rev D

**EDYX**  
COMPUTER SOFTWARE

Strategy Games for the Action-Game Player™



**CONSUMER SOFTWARE CATALOG SPRING 1985**

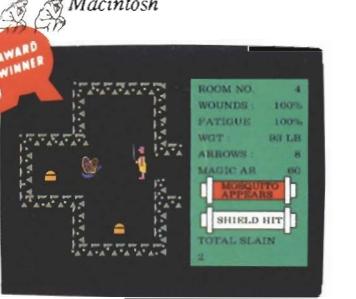
# STRATEGY GAMES



## ROGUE™

Your task is to make your way through a maze of seemingly never-ending dungeons and return with the "Amulet of Yendor". Beware, your path is strewn with trap doors, deadly darts, sleeping gas and the usual assortment of not-too-friendly monsters. But keep faith, along the way you will find weapons, treasures and some magic scrolls to help you in your endeavor. The most popular game on college main-frame computers is finally available for your enjoyment at home.

*One Player*  
Disk: Apple, IBM PC and PCjr,  
Macintosh



## TEMPLE OF APSHAI®

The chance to perform heroic deeds awaits you in the award winning *Temple of Apshai*. Unlike other adventure games, your character grows stronger, more intelligent and better equipped to contend with four different levels, over 200 chambers, priceless treasures, and 20 monsters all looking for their next meal. Slay them all, and escape with great wealth to live and fight another day.

*One Player*  
Disk: Apple, Atari, Commodore 64,  
IBM PC and PCjr, Macintosh  
Cassette: Atari



## DRAGONRIDERS OF PERN™

Based on the best selling book series by widely acclaimed science fiction author Anne McCaffrey.

As Weyr Leader, you are faced with two tasks: first you must forge your alliances with the Lord Holders, then, mount your dragon and battle the dreaded Thread. Success in battle will give you power in your negotiations. Your goal; to become the strongest Weyr Leader on Pern.

*Joystick and Keyboard Controlled*  
*One to Four Players*  
Disk: Atari, Commodore 64  
Cassette: Atari



## CRUSH, CRUMBLE, AND CHOMP®

Star in your own monster movie! Choose one of six monsters, or create your own, and use him to destroy one of four unsuspecting cities. The cities aren't totally defenseless, however; they call on their police, national guard, and even a mad scientist complete with a helicopter to save humanity from the monster's relentless threat.

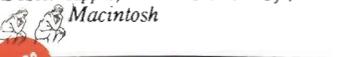
*One Player*  
Disk: Apple, Atari, Commodore 64,  
IBM PC and PCjr, Macintosh  
Cassette: Atari



## MORETA: DRAGON-LADY OF PERN™

Based on the novel by Anne McCaffrey. Pern is in mortal danger, a mysterious ailment has spread to all but the most inaccessible holds. Should you send Healers to delay the plague or Harpers to increase morale? As Weyr Leader the choice is yours. In the meantime, mount your dragon and take to the sky, because Thread-fighting is the main responsibility of any good Dragonrider.

*Joystick and Keyboard controlled*  
*One to Four Players*  
Disk: Apple, Commodore 64,  
IBM PC and PCjr  
Available Spring 1985



## EMPIRE™

Command your forces on land, sea and air as you try to conquer the world. Each city conquered produces new forces for you to command, your strategy determines what to build next—armies for invading the next continent, fighters to patrol your islands or battleships and aircraft carriers to gain control of the seas. Plan carefully, your opponent is also building an empire and only one will survive the struggle for global domination.

*One Player*

Disk: Apple, Commodore 64,  
IBM PC and PCjr  
Available Spring 1985

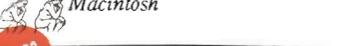


## ROBOTS OF DAWN™

Based on the novel by Isaac Asimov. Now you can become Elijah Baley, Earth's most famous detective in this exciting text-adventure. Question the inhabitants of far flung cultures—who's lying, who's telling the truth, and who committed the murder? Jump into the action in this fascinating epic murder mystery. Can you piece together the hidden clues to solve the eternal question, "who done it?"

*One Player*

Disk: Apple, Commodore 64,  
IBM PC and PCjr  
Available Spring 1985



## SUMMER GAMES II™

Eight new Olympic-style events let you compete against opponents or against the computer in kayaking, cycling, fencing, diving, track and field, gymnastics, equestrian events and more. Great graphics and sound effects combine with realistic animation and joystick control to help get you ready for 1988. Opening ceremony, awards ceremonies and your choice of countries are all included. Another chance to "Go for the Gold!"

*Joystick Controlled*

*One or Two Players*  
Disk: Apple, Commodore 64,  
IBM PC and PCjr  
Available Spring 1985



## TWO-ON-TWO SPORTS™

With *Two-On-Two Sports* you and a friend can compete as teammates in "sand lot" versions of volleyball, football, soccer, and baseball, or play alone against the computer and the computer will provide you with a teammate as well as your opponents. Whether it's spiking the ball, intercepting a pass, kicking a goal or hitting the long ball, this game isolates key elements of each sport and lets you go Two-on-Two.

*Joystick Controlled*

*One or Two Players*  
Disk: Commodore 64  
Available Spring 1985



## PITSTOP II™

The first auto race game that gives you a chance to go head-to-head against your competitor. Now, more than ever, your racing strategy and your pit crew's speed and performance, combined with your skill on the track, will determine the winner. Step up to *Pitstop II*, because auto racing is not a solo sport.

*Joystick Controlled*

*One or Two Players*  
Disk: Apple, Commodore 64,  
IBM PC and PCjr  
Available Spring 1985



## IMPOSSIBLE MISSION™

As a member of the Anti-Computer Terrorist (ATC) Squad, your mission is to reach the playfield in your *Rotofoil* trying to capture the ball and fire it through the goal before your opponent. The winner is the player with the most points at the end of the timed competition. Hold onto your joystick, keep that finger on the fire button, this is the type of two player head-to-head action you've been waiting for.

*Joystick Controlled*

*One or Two Players*  
Disk: Atari, Commodore 64,  
IBM PC and PCjr  
Available Spring 1985



## BALLBLAZER™

Unique split-screen, 3-D graphics give you and your opponent a first person view of the field of play. You race across the playfield in your *Rotofoil* trying to capture the ball and fire it through the goal before it's too late. Sounds easy, but don't let it fool you. It's tough enough just to navigate the mountains and canyons of *Fractalus*, but try doing it while destroying enemy gun emplacements or dodging suicide saucers. We supply the Long Range Scanner, *Dirac Mirror Shield* and *Anti-Matter Bubble Torpedoes*... YOU supply the skill and guts!

*Joystick Controlled*

*One Player*  
Disk: Atari, Commodore 64  
Available Spring 1985



## RESCUE ON FRACTALUS™

Your mission is to fly your *Valkyrie Fighter* through the *Jaggi* defenses and rescue the downed *Ethercorps* pilots. Sounds easy, but don't let it fool you. It's tough enough just to navigate the mountains and canyons of *Fractalus*, but try doing it while destroying enemy gun emplacements or dodging suicide saucers. We supply the Long Range Scanner, *Dirac Mirror Shield* and *Anti-Matter Bubble Torpedoes*... YOU supply the skill and guts!

*Joystick Controlled*

*One Player*  
Disk: Atari, Commodore 64  
Available Spring 1985



## JUMPMAN®

Only *Jumpman*'s quick reflexes and unparalleled speed can save the Jupiter Command Center from the fiendish Alienators. Leap girders, climb ropes and scale ladders to diffuse the planted bombs on all 30 screens. Watch out! Enemy bullets, robots and birdmen are bent on your destruction! How long can you hold out?

*Joystick Controlled*

*One to Four Players*  
Disk: Apple, Atari, Commodore 64,  
IBM PC and PCjr  
Cassette: Atari



## THE WORLD'S GREATEST BASEBALL GAME™

You're an Olympic athlete competing in eight key events at the Summer Games. How well can you score in track, swimming, diving, skeet shooting, pole vaulting, gymnastics and more. So realistic, there's even an opening ceremony, world records and awards presentations. Change into your running shoes and "Go for the Gold!"

*Joystick Controlled*

*One to Eight Players*  
Disk: Apple, Atari, Commodore 64,  
IBM PC and PCjr  
Cassette: Apple, Commodore 64

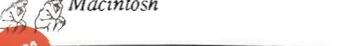


## BREAKDANCE™

Now anyone can Breakdance. Just grab your joystick to control your dancer in Poppin', Moonwalking, Headspinning, Up Rocking and more. *Breakdance* is four games in one, each offering a unique and different challenge. You can play it alone or against a friend, either way... *Breakin'* is now made easy with *Breakdance*!

*Joystick Controlled*

*One or Two Players*  
Disk: Commodore 64  
Cassette: Apple, Commodore 64

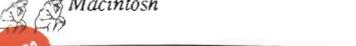


## EPYX CODING:

To help you choose the game that's right for you, Epyx games are coded to indicate the degree of emphasis on "Action" versus "Strategy" versus "Learning." The coding key is explained here:



## Strategy emphasis



## Action emphasis



## Learning emphasis

# ACTION-STRATEGY GAMES™

LUCASFILM  
GAMES™



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*One or Two Players*

Disk: Apple, Commodore 64,  
IBM PC and PCjr  
Available Spring 1985



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With *Two-On-Two Sports* you and a friend can compete as teammates in "sand lot" versions of volleyball, football, soccer, and baseball, or play alone against the computer and the computer will provide you with a teammate as well as your opponents. Whether it's spiking the ball, intercepting a pass, kicking a goal or hitting the long ball, this game isolates key elements of each sport and lets you go Two-on-Two.

*One or Two Players*

Disk: Apple, Commodore 64,  
IBM PC and PCjr  
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*One or Two Players*

Disk: Apple, Commodore 64,  
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Disk: Atari, Commodore 64  
Available Spring 1985



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*One Player*

Disk: Apple, Atari, Commodore 64,  
IBM PC and PCjr  
Cassette: Atari

